

# **Agent-Based Modeling of Invasive Species**

-A bottom-up approach

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## What is ABM?

Agent-Based Model (ABM) is a simulation tool which consists three essential components:

- ① Agents. Individual entities. Mobile (animals) or immobile (plants). Each agent has its own characters.
- ② Rules. How agents interact with each other and how they evolve according to current environment settings.
- ③ Environment. Explicit spatial and temporal structures for simulation.

## Why ABM?

Popular in recent 20 years. Used in social science, biology, ecology, economics, etc.

- ① Modeling from bottom up based on individuals.
- ② Data paucity.
- ③ Suitable for complex systems.

Annotated list of items

<http://www.red3d.com/cwr/ibm.html>

## Why here?

We want to reveal and understand the mitigation mechanism of invasive species, from a dynamic point of view.

- ① Regression does a good job to describe static scenarios, meanwhile we are also concerned about evolution of invasions.
- ② No enough field sample data to build/test spatio-temporal model

$$Y^{(t)} = f(X^{(t)}\beta) + \gamma g(Y_{\{N_{t,s}\}}^{(t)}) + \epsilon.$$

- ③ Test species control policies.

## A simple review


ABM (IBM preferred by ecologists) has been used for *forest* plant species.

- ✧ Earliest model JABOWA in 1972.
- ✧ All later models are derived from this model.
- ✧ More and more complicated.
- ✧ No generic models.

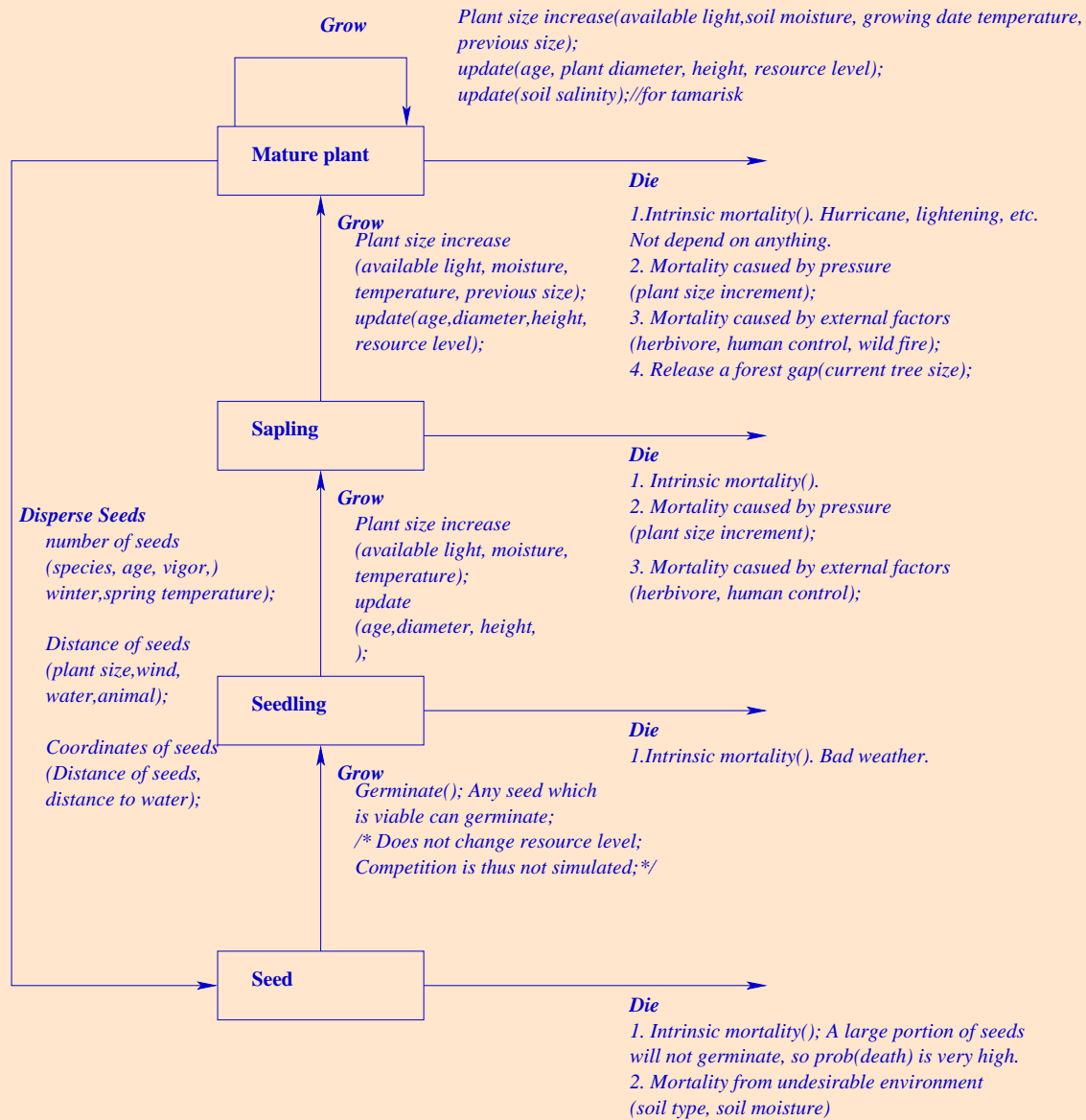
Not much done in simulating invasions. A few papers use Cellular Automata (CA) model for simulation.

## How here?

Still follow the approach of JABOWA system. Three components are

- ① Agents. Individual plants of tamarisk and cottonwood.
- ② Rules. Compete with neighbor plants (same or different species) by shading. Grow in lifecycle  


```
graph LR; seed[seed] --> seedling[seedling]; seedling --> sapling[sapling]; sapling --> mature[mature plant];
```
- ③ Environment. Soil salinity and moisture influence plant growth. Tamarisk will change soil salinity at its zone-of-influence.



## Some details

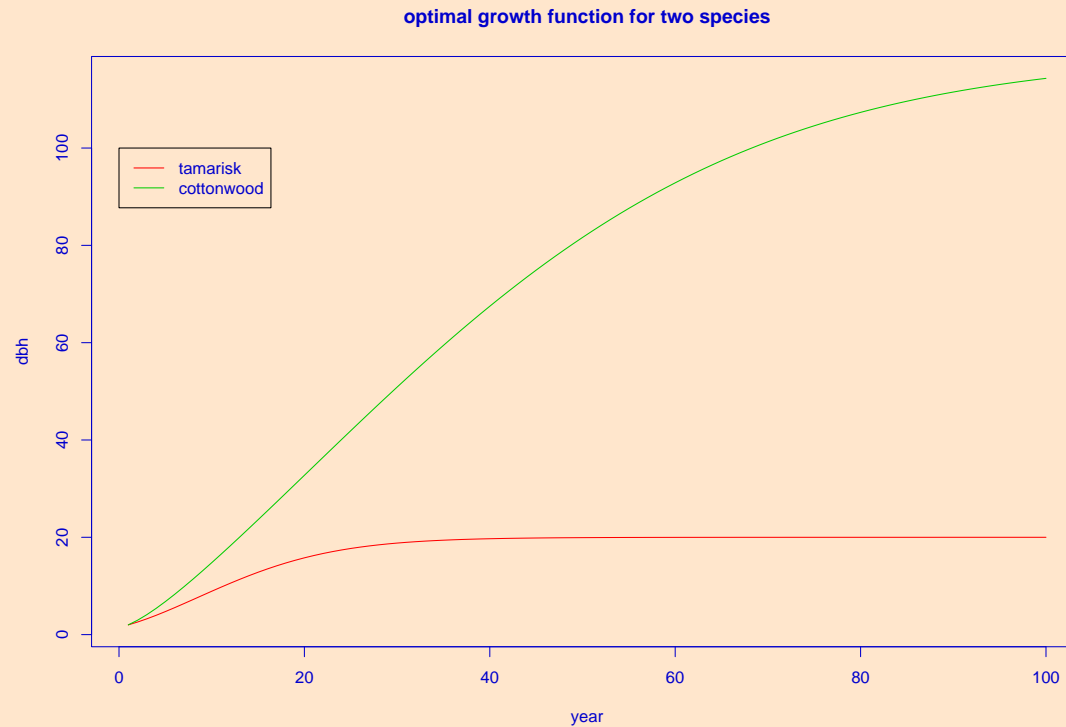
- ✧ Use many classical mathematical functions, do they still make sense for invasive (or exotic) species?
- ✧ Model has not been calibrated.
- ✧ Do we lack more important factors?



## Details on growth function

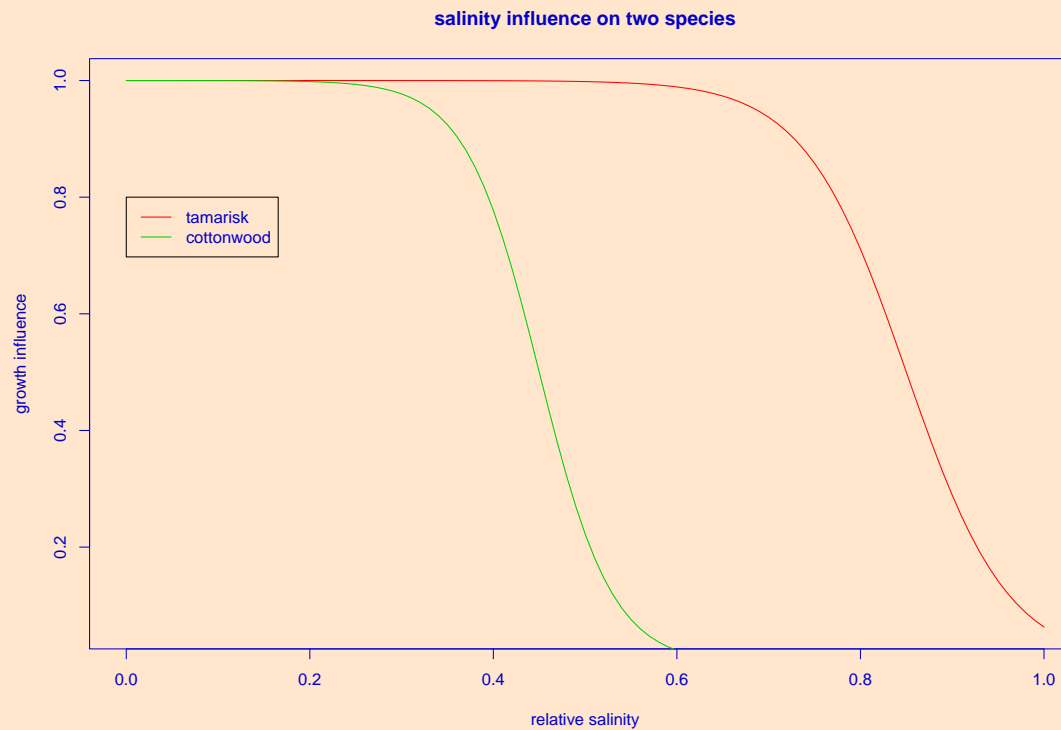
We assume

$$\Delta_D = \frac{G \cdot D \cdot (1 - \frac{D \cdot H}{D_{\max} \cdot H_{\max}})}{274 + 3b_2 D - 4b_3 D^2} \cdot f(\text{salinity}) \cdot f(\text{moisture}) \cdot f(\text{light}):$$



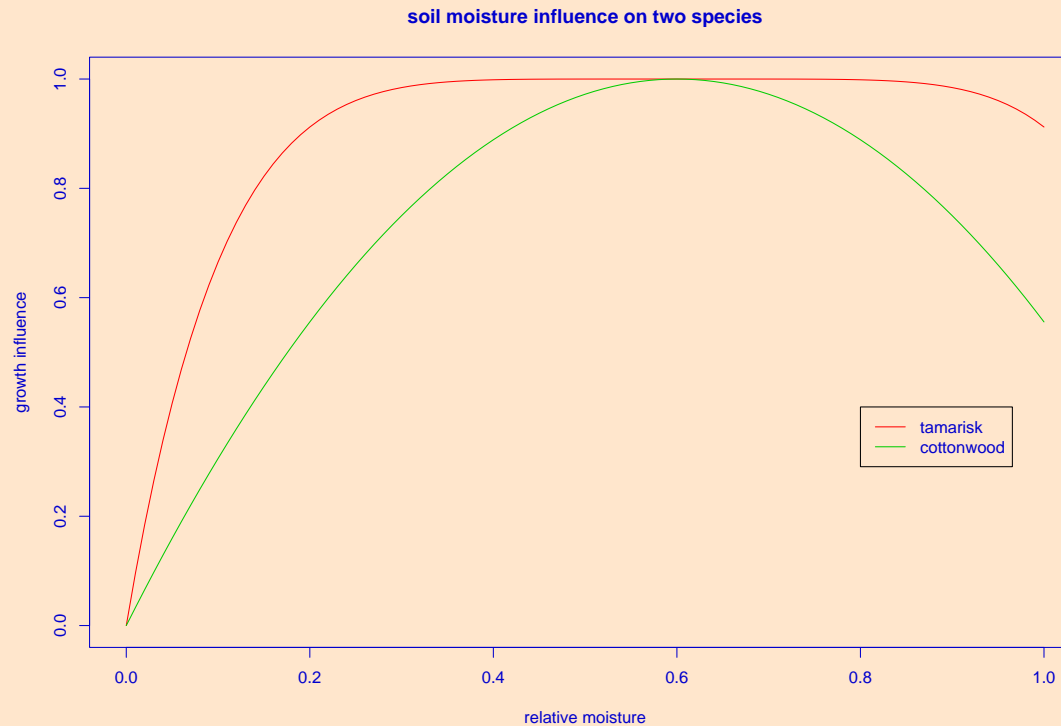
## Details on salinity influence

We assume  $f(U_p) = \frac{1}{1+\exp(d(U_c-U_p))}$  (Chen and Twilley, 1998):



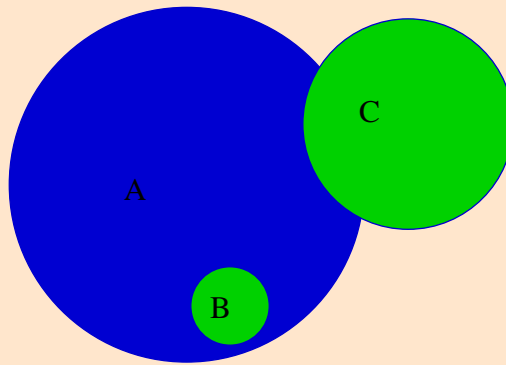
## Details on moisture influence

Could not find any reference on this functionality. We assume  $f(M) = 1 - \frac{(M-0.6)^p}{0.6^p}$ :



## Details on calculating shading

We take ZOI (zone-of-influence) approach. Each plants weight distributes *uniformly* at its basal circle. And also in a plane surface at the top.

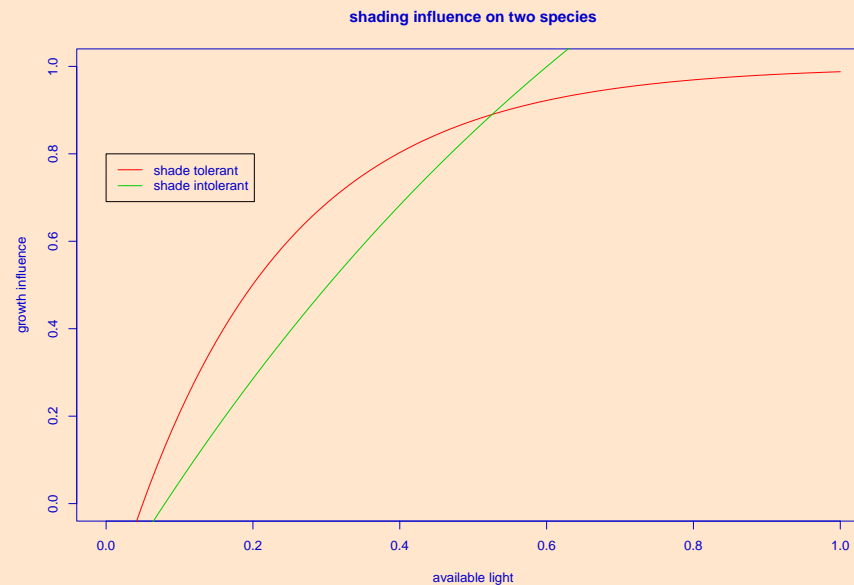


Some researchers find tree basal radii have strong linear relationship with their DBH's. So here  $R_{\text{basal}} = 10 * \text{DBH}$ . And  $W \propto \text{DBH}^2$ ,  $\text{light} = \exp(-W/7)$ .

## Details on shading influence

We assume  $f(\text{light}) = 1 - \exp(-4.64(\text{light} - 0.05))$  for shade-tolerant species,

$f(\text{light}) = 2.24(1 - \exp(-1.136(\text{light} - 0.08)))$  for shade-intolerant species (Botkin et al, 1972).



## Details on regeneration

It is very hard to simulate stages from seeds to established saplings. Most of researches only add established saplings randomly into simulation fields. In my study, I assume

$$N_{\text{vital}} = N_{\text{total}} \cdot \epsilon \cdot f(\text{salinity}) \cdot f(\text{moisture}) \cdot \frac{\log(\text{Age})}{\log(\text{Age}_{\text{max}})},$$

and distances from new seeds to their mother trees follow lognormal distribution (Greene et al 2004).

## Model implementation

Object-Oriented Programming. Tried a very simple model in pure **R**. Slow though.

- ✧ Build a computation engine in C++. Compile to a shared library.
- ✧ In **R**, load the library, do statistical analysis and visualization.

## **Simulation results**

*Simulation results under three different initial settings.*

- ✧ Simulation 1. 10 tamarisk and 10 cottonwood.
- ✧ Simulation 2. 5 tamarisk and 20 cottonwood.
- ✧ Simulation 3. 20 tamarisk and 50 cottonwood.



## What's next

*Before we use real data to evaluate this model, we have to consider more real factors*

- ✧ Solicit your input and revise current model.
- ✧ Add more topography factors.
- ✧ Revise seed dispersal mechanisms along rivers and roads.

## Problems

- ✧ Big problem: simple enough or complicated enough?
- ✧ Many parameters to be calibrated, which still requires practical data.
- ✧ Scale problem: redefine agents?
- ✧ Model validation. Three years' record may be not enough yet.

## Reference

Botkin, D. B., Janak, J. F., and Wallis, J. R. (1972), Some ecological consequences of a computer model of forest growth, *Journal of Ecology* **60**, 849–872.

Chen, R., Twilley, R. R. (1998), A gap dynamic model of mangrove forest development along gradients of soil salinity and nutrient resources. *Journal of Ecology* **86** 37-51.

Greene, D. F., Canham, C. D., Coates, K. D., and Lepage, P. T. (2004), An evaluation of alternative dispersal functions for trees. *Journal of Ecology* **92**, 758-766.

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